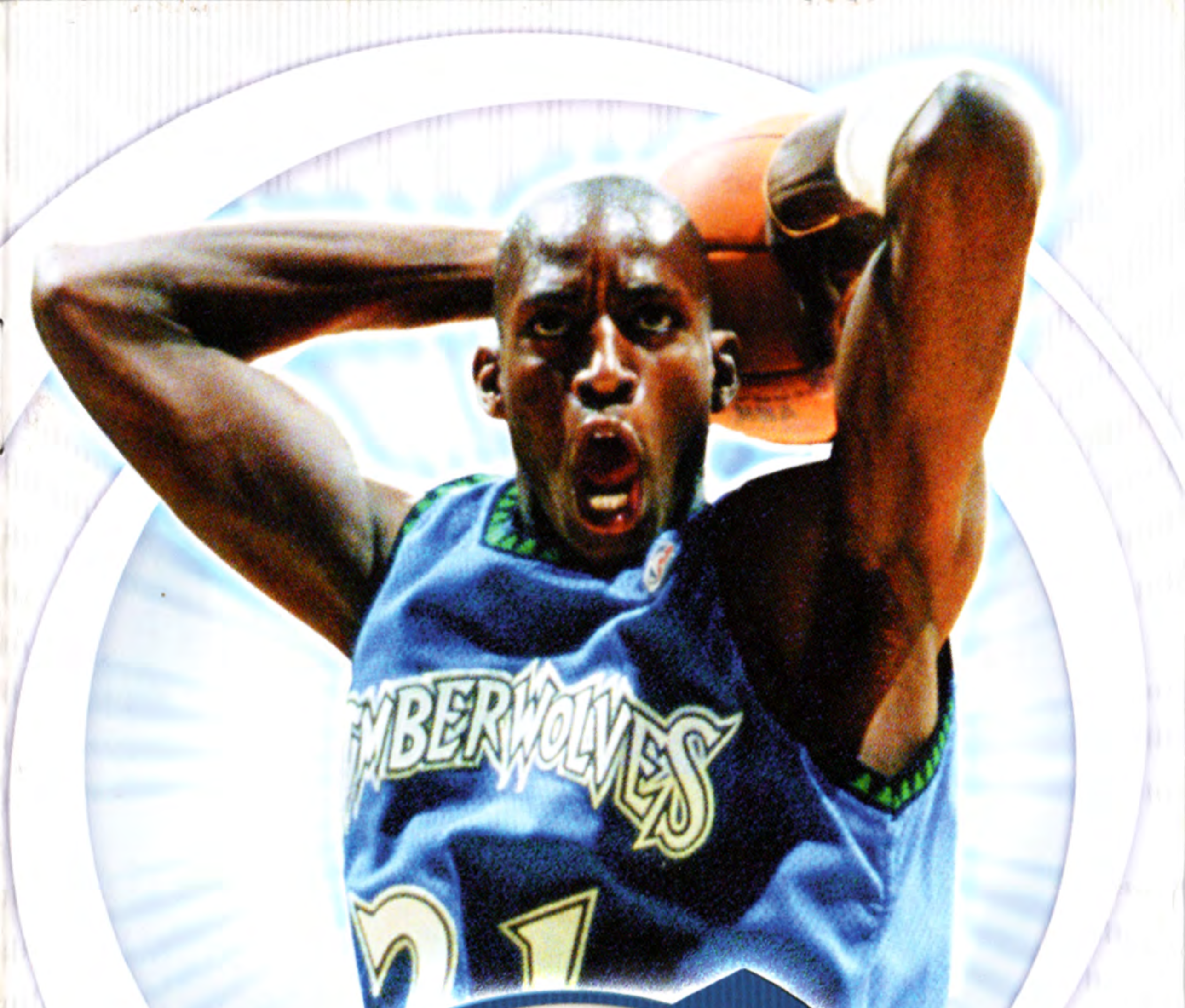

EVERYONE

E

CONTENT RATED BY ESRB

OFFICIAL NBA LICENSED PRODUCT

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ➥ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ➥ Do not bend it, crush it, or submerge it in liquids.
- ➥ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ➥ Be sure to take an occasional rest break during extended play.
- ➥ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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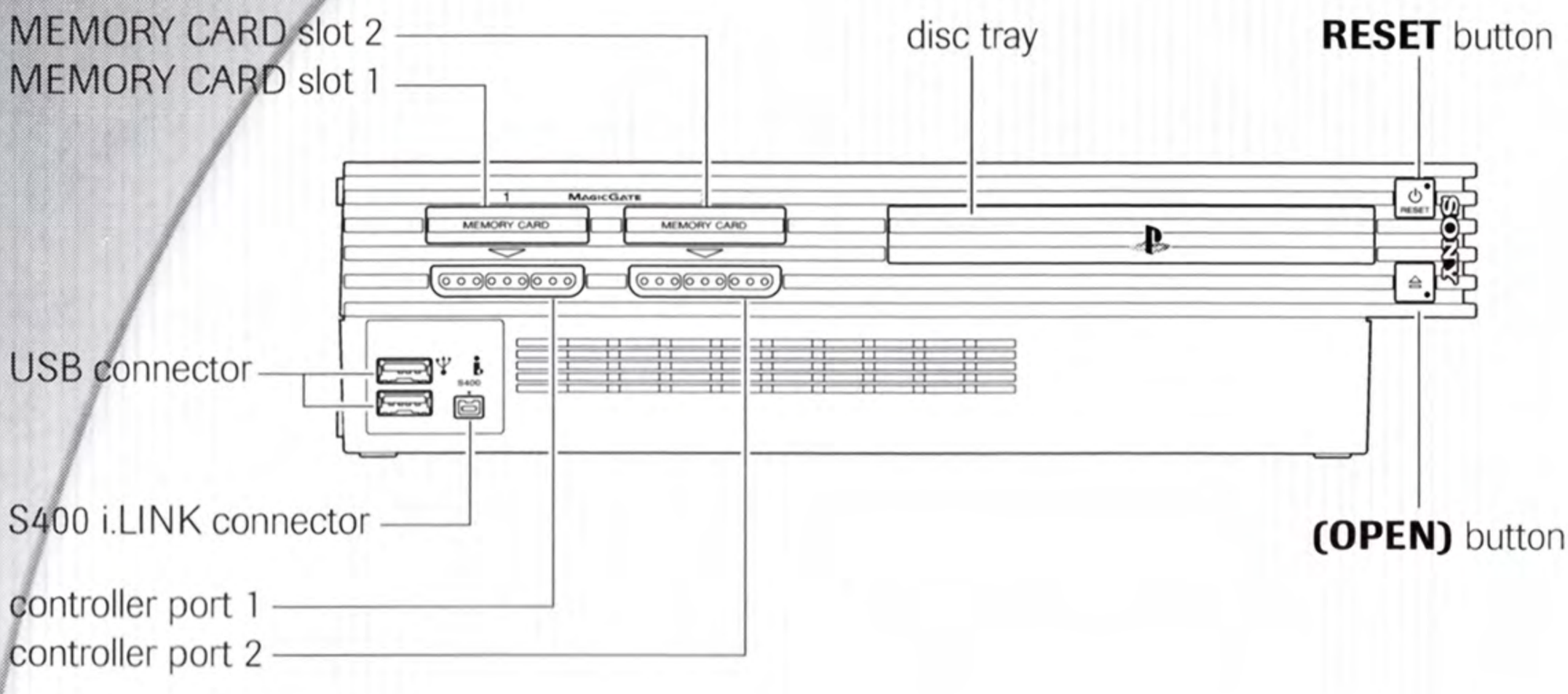
For more info about *NBA LIve 2001* and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.

3. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open.

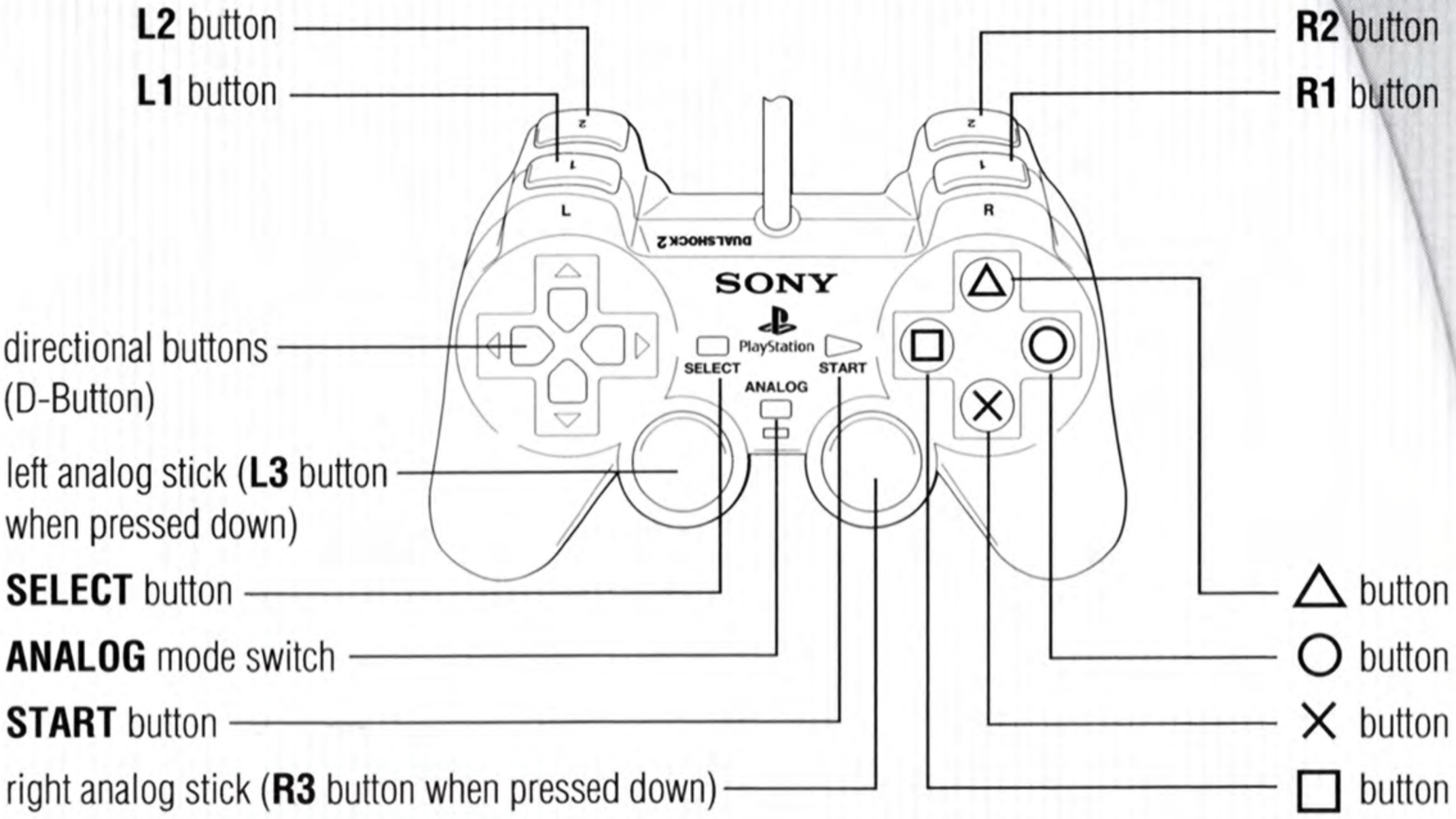
4. Place the *NBA Live 2001* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-Button or left analog stick ↕
Change highlighted item	D-Button or left analog stick ↔ (or ■)
Forward to next screen	**START**
Cancel/Return to previous screen	▲
Switch Sides, Options, Mode or Settings	**R1** or **L1**
Quick menu	●
Help menu	**SELECT**
Select/Accept	✖

BASIC CONTROLS

Learn these basic *NBA Live 2001* controls and get "in the game."

OFFENSE/DEFENSE

Move player	D-Button or left analog stick
Turbo sprint	**R1**

OFFENSE

Shoot	●
Pass	✖

DEFENSE

Switch players	✖
Steal	■
Handcheck	●
Jump	▲

NOTE: In addition to these basic moves, *NBA Live 2001* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about all gameplay controls, ➢ *Complete Control Summary* on p. 6.

INTRODUCTION

MORE THAN JUST THE GAME

EA SPORTS™ is proud to present *NBA Live 2001*. The dominant hoops franchise goes live on the PlayStation 2 console for the first time, delivering high-flyin', fast-paced NBA action plus a whole lot more. Control the post or fly high above the rim with new moves—up and under, drop step, jump hook and more. With all-new player reactions and bench sequences, redesigned commentary, and crowd animations, *NBA Live 2001* comes alive, bringing more emotion and atmosphere to the court than ever before. It's the complete NBA experience. It's NBA Live.

GAME FEATURES

THE MOST REALISTIC LOOKING BASKETBALL GAME ON PLAYSTATION 2 CONSOLE

- High poly count player models with 3D Full Body Scanning technology for incredibly detailed player heads and lifelike skin textures
- Ultra realistic stadium environment featuring a highly detailed crowd and player bench
- Player personalities and emotions come alive—see the players argue calls, encourage teammates, and celebrate a nasty in-your-face dunk

ALL NEW TRANSITIONS

- Animated bench sequences, post-basket reactions, player interactions, and multiple post-game celebrations

ALL NEW INSIDE GAME

- Take complete control in the low post and experience what it is like to play amongst the giants in the paint
- Back a defender down and select from a number of different post moves such as an up and under, jump hook, turn around, and fade away jump shots
- Battle for position with full contact then finish off your defender with a nasty "in-your-face" dunk

IN-GAME SPEECH

- New approach to speech captures the essence of the interaction between the play-by-play and color commentator
- All new color commentary provids intelligent and relevant information with in-depth analysis by Bob Elliott and play-by-play by Don Poier

LEGENDARY PLAYERS

- Play with the greatest players of all time: Jordan, Magic, Bird, Cousy, Chamberlain are all in the game plus a whole lot more.

COMPLETE CONTROL SUMMARY

Master these moves and be the ultimate baller.

NOTE: You can play *NBA Live 2001* using the left analog stick or the D-Button. Both functions are ON at all times.

TIP-OFF

Jump	▲

OFFENSE (WITH BALL)

Move player if dribble is available	D-Button or left analog stick
Pass (D-Button chooses receiver)	✖
Shoot (press to jump, release to shoot, tap to fake)	●
Crossover dribble (hold to crossover between legs; tap to crossover behind the back)	■
Back-Down (hold) or Spin move (tap)	▲
Walk (from standing position)	**L1** + D-Button or left analog stick
Turbo/Speed Burst	**R1** + D-Button or left analog stick
Stutter Step	**R2** + tap D-Button or left analog stick
Fake moves	**R2** + appropriate button or left analog stick
Call for a pick	**SELECT**
Pause game and open Pause menu	**START**

- ⇨ To DirectPass to a specific player, press **L1** + ■, ✖, ●, or ▲.
- ⇨ To throw an alley-oop pass to a player close to the basket, press **L2** + ✖.
- ⇨ To DirectShoot (layup, dunk, or hook shot near the basket), press **L2** + ■, ●, or ▲.
- ⇨ To jump for a rebound or tip-in, press ▲.

LOW POST MOVES

To back your defender down, press and hold ▲ and then choose one of the following moves:

Jump hook	D-Button or left analog stick ⇑ + ●
Fadeaway jump shot	D-Button or left analog stick away from basket + ●
Spin move from backdown	D-Button or left analog stick in the direction you want to spin
Up and under	**R2** + ●, then ● again

EA TIP: When your player's circle pulses, he's on a hot streak. When his circle darkens, he needs to be subbed out.

OFFENSE WITHOUT BALL (PLAYER-LOCKED)

In Player Lock mode, you control a single position for the entire game. When you don't have the ball, use the controls listed below.

NOTE: Player Lock can be adjusted at any point during the game at the Pause menu. For more information, ➢ *Pause Menu* on p. 16 and ➢ *Player Lock* on p. 12.

Move player	D-Button or left analog stick
Make computer ballhandler shoot	■
Jump to rebound or tip-in	▲
Hand check	●
Call for pass from computer ballhandler	✖
Post up	**L2** + D-Button or left analog stick

PLAYCALLING

Choose set or play	**SELECT** + ■, ✖, ●, ▲, **L1**, **R1**, **L2**, or **R2**

DEFENSE

Move player	D-Button or left analog stick
Try to steal the ball	■
Hand check	● (**R1** + ● for hard hand check)
Jump to rebound or block shot	▲
Switch players	✖ (with D-Button or left analog stick to choose player)
DirectSwitch to specific defender	**L1** + ■, ✖, ●, or ▲
Switch to defender closest to basket	**L2**
Face up the player you are guarding	**R2**
Call for double-team	**SELECT**

FREE THROWS

Shoot	✖ or ●

For more information, ➢ *Fouls* on p. 14.

SETTING UP THE GAME

MAIN MENU

From the Main menu, you can choose the type of game you want to play or access a variety of game options. From playing an Exhibition game, to competing in a Season or a Playoff, the fast-break action of *NBA Live 2001* begins here. You can even skip all the pre-game activities and dive right into the action with "Play Now."

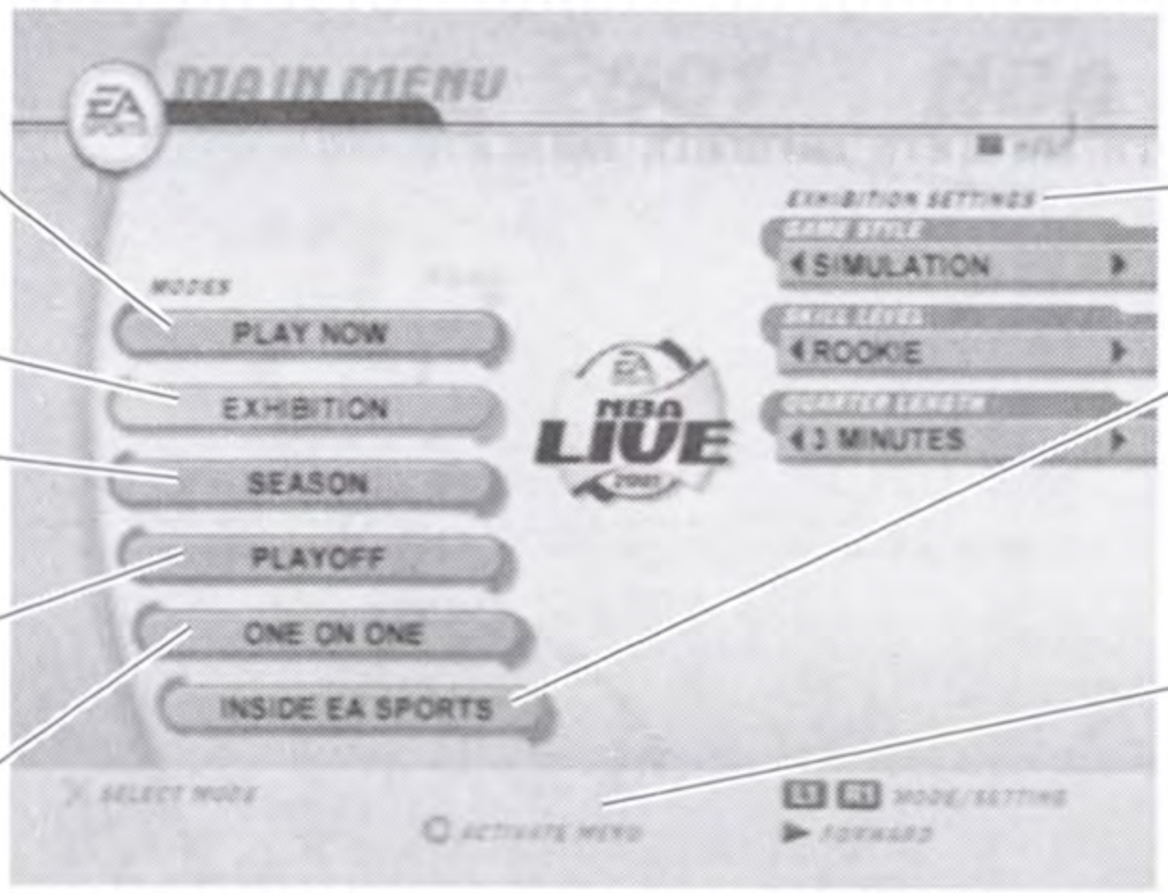
Quick Start a game with PLAY NOW (➢ p. 10)

Play an Exhibition game (➢ p. 10)

Play a full Season of *NBA Live 2001* (➢ p. 18)

Compete in a Playoff (➢ p. 20)

Challenge your favorite NBA player to a One-on-One match (➢ p. 22)



Main Menu Settings (➢ p. 9)

Inside EA SPORTS: Preview a highlight reel of upcoming EA SPORTS titles

Quick Menu: When in use, the Quick menu appears at the bottom of the Main menu screen (➢ p. 23).

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU SETTINGS

The Main menu settings appear on the right side of the Main menu screen.

NOTE: The Main Menu Settings appear for all game modes except Play Now and Inside EA SPORTS.

➪ To access the Main menu settings, press **R1** or **L1** to switch columns.

GAME STYLE	Play a **SIMULATION** game with authentic NBA-style game play where player ratings affect the outcome of the game, or play an in-your-face Arcade game where player performance depends on the user. Arcade game features include monster dunks and high-paced action.
SKILL LEVEL	Select your skill play level. **ROOKIE** is best for those playing *NBA Live 2001* for the first time; STARTER is for those who graduated past the novice level. Select All-Star if you think that you "got game" or select SUPERSTAR for the biggest challenge on the court.
GAME QUARTER LENGTH	Select your quarter length between 2 and 12 minutes. The default is **3** minutes.
SIM QUARTER LENGTH	Select your Sim Quarter length between 2 and 12 minutes for simulated games. The default is **12** minutes (Season and Playoff mode only) and the scores reflect the length you choose.
PLAYOFF LENGTH	Select your playoff format: choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games in each successive round), 1-1-1-1, 1-3-3-3, or 3-5-5-5 (Season and Playoff modes only).
POINTS TO WIN	Select the number of points you need to win in a One-on-One game. You can play up to **11**, 15, or 21 points.
COURT	Play your One-on-One game during the **DAY** or NIGHT.
POSSESSION RULE	When playing a One-on-One game set the possession rule after each score to **LOSER'S OUTS**, WINNER'S OUTS, or AFTER 3.

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams. Play four quarters of high-flyin' NBA-style basketball against your rival and other league favorites. All 29 NBA teams, Western and Eastern All-Star teams, and classic All-Decade teams from the past are represented.

PLAY NOW

If you want to skip all the pre-game activities of an Exhibition game such as game setup and team select, start a quick game featuring randomly selected teams.

To Play Now:

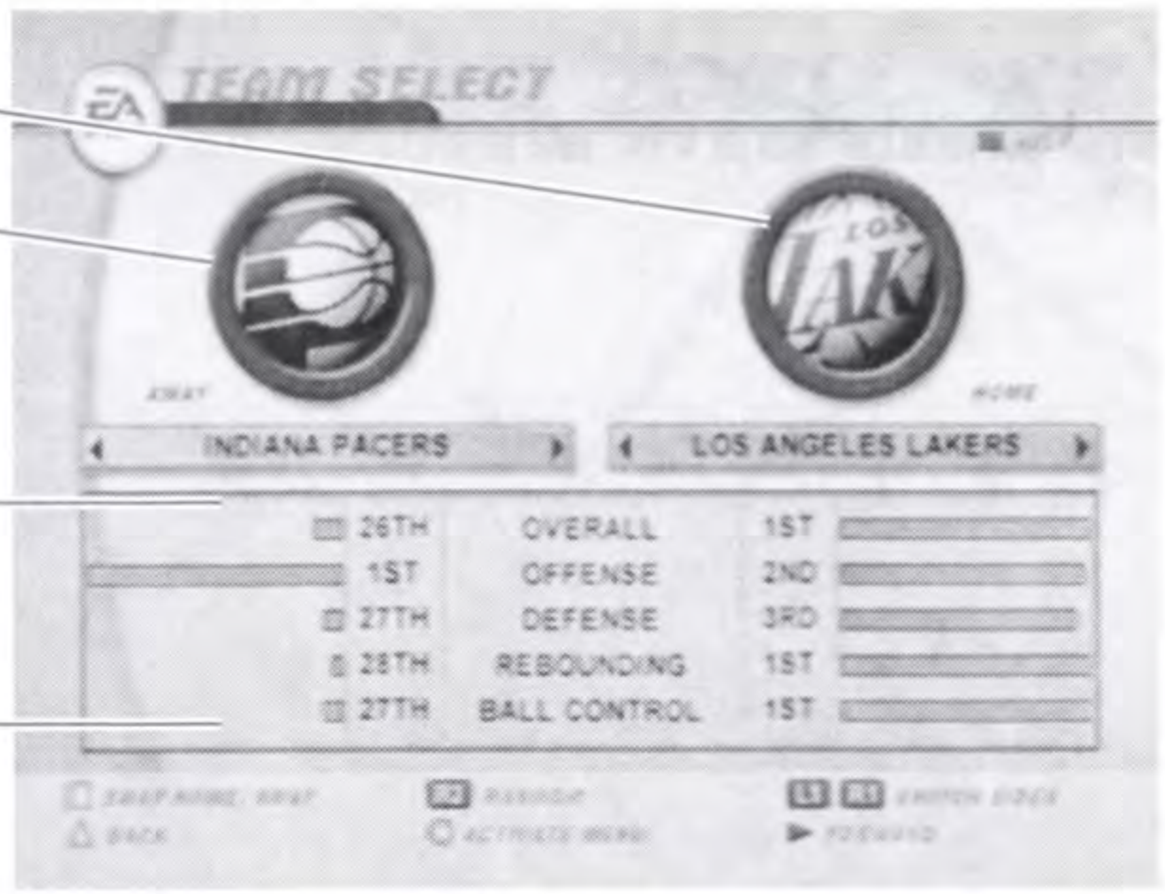
➪ From the Main menu, highlight Play Now and press ✖ or **START**. The Controller Select screen appears. Move your controller to the Home or Away team and press **START**. The teams take the court and the game begins. For more information on gameplay, ➢ *Playing the Game* on p. 13.

To start an Exhibition game:

➪ From the Main menu, scroll to EXHIBITION and press **START** or ✖.
The Team Select screen appears.

TEAM SELECT

Select the away and home teams for the game.



AWAY AND HOME TEAMS

Toggle the Away and Home team buttons (press the D-Button or left analog stick ↔) and view the list of available teams. The team's logo appears on the Team Select screen once it has been selected.

➪ To move the highlight from the Away column to the Home column, press **R1** or **L1**.

➥ Press **R2** to select teams at random.

➥ Press ■ to swap the home and away teams.

TEAM RATINGS

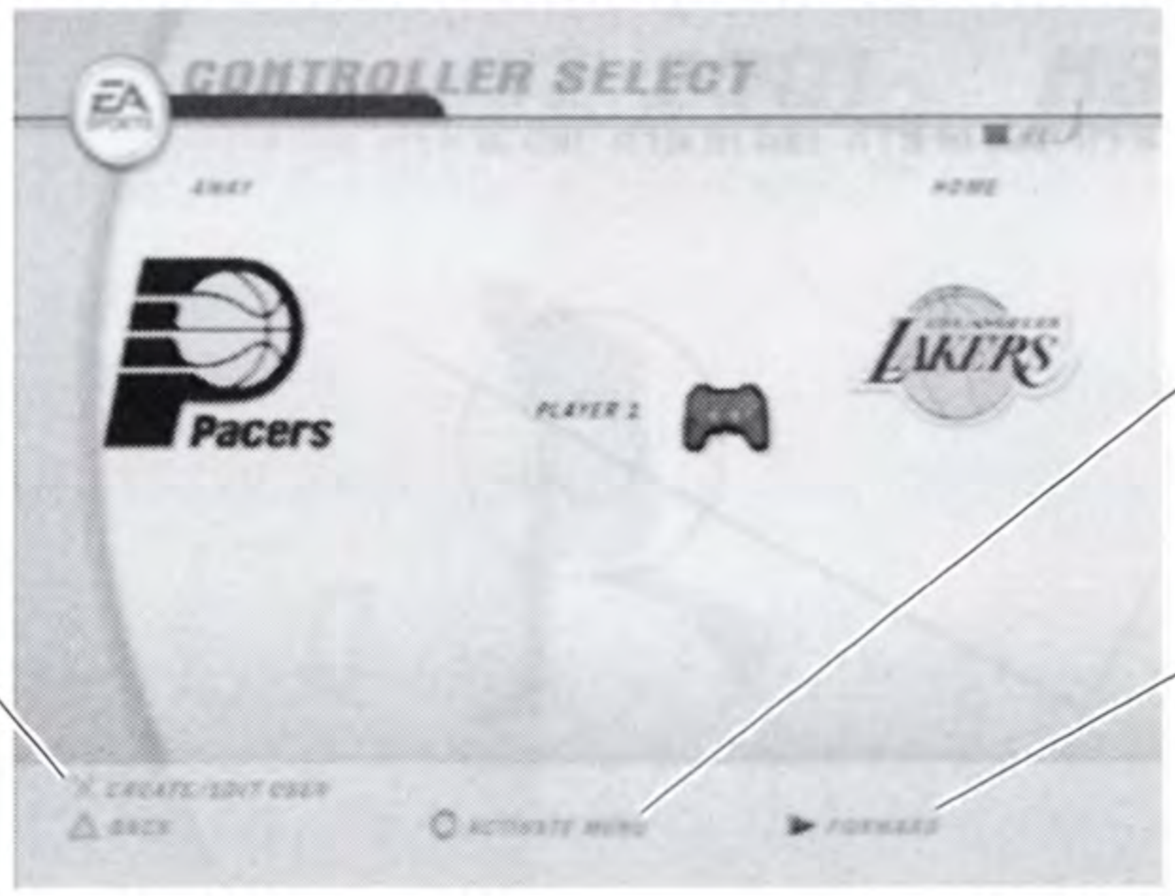
These statistical bars display the ratings for the home and away teams. Use them to help determine which teams make good match ups.

➥ To reach the court, continue through the Controller Select screen (press **START** to reach the Controller Select screen) after your teams are selected.

➥ To return to the Main menu from the Team Select screen, press ▲.

CONTROLLER SELECT

The Controller Select screen is where you select a team to control in the game. From here, you can also create or edit a User Profile.

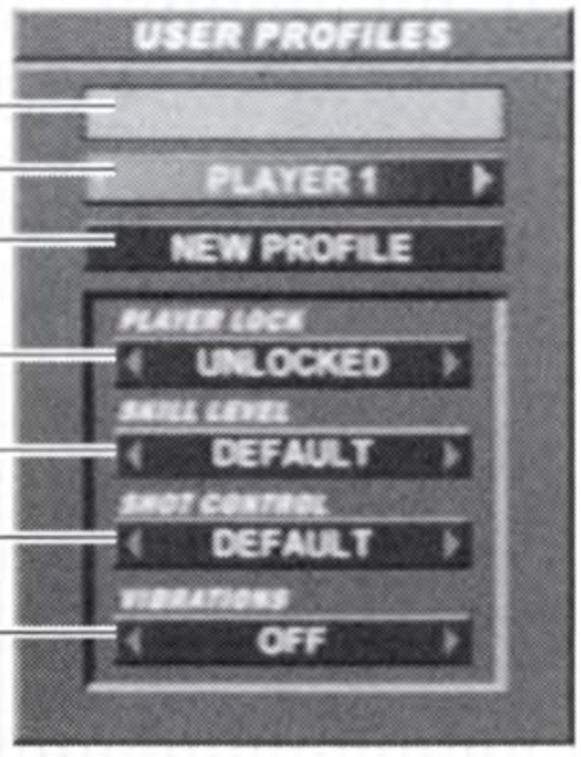

CONTROLLER SELECT
Pacers
LAKERS
PLAYER 2
Press ✖ to create or edit a User Profile or to set up *Player Lock* (➢ p. 12)
Activate Quick Menu
Press **START** to advance to the Starting Lineups screen

➥ To control a team, press the D-Button or left analog stick ↔ and position the controller icon beside the team you want to control

- *NBA Live 2001* supports up to eight players.
- You can access the Starting Lineup screen by pressing **START**.

USER PROFILE

Keep track of your personal stats by creating a User Profile.



To create a new User Profile:

1. From the Controller Select screen, press ✖. The User Profiles overlay appears.
2. Scroll down to NEW PROFILE and press ✖. A letterbox illuminates.
3. In the letterbox, press the D-Button or left analog stick ↕ and ↔ to create and edit a name. Press ✖ when the name is complete.
4. Select your User Profile settings and press **START**. The Profile is complete.

NOTE: Your profile has not been saved to a MEMORY CARD (8MB) (for PlayStation®2) at this point. For more information, ➢ *Load/Save* on p. 27.

PLAYER LOCK

With Player Lock mode enabled, you can control a single position at all times. Player Lock allows you to 'role play' as your favorite player. You can use it to establish position and call for a pass, set picks for teammates, and get position down low.

To enable Player lock:

1. Press ✖ from the Controller Select screen to activate the User Profile overlay.
2. Scroll down to Player Lock and toggle until the position you wish to control appears. Press **START** to accept.

SKILL LEVEL

Select your skill play level. ROOKIE is best for those playing *NBA Live 2001* for the first time, STARTER is for those who graduated past the novice level. Select ALL-STAR if you think that you "got game" or select SUPERSTAR for the biggest challenge on the court. **DEFAULT** will default to the skill level setting set at the Main Menu.

SHOT CONTROL

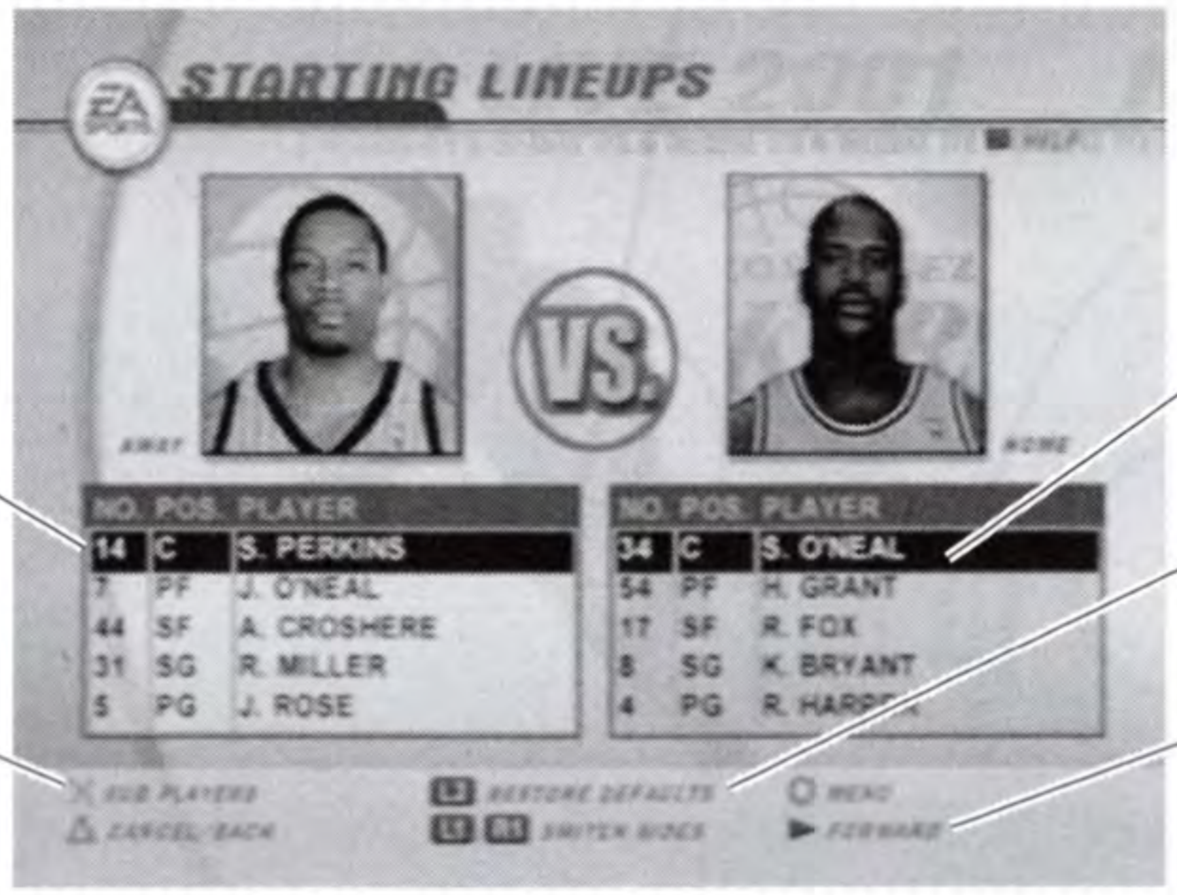
Shot control can be set to **USER** or CPU. Shot control can be found in the Options screen and on the User Profile overlay. Choose USER to control the chance of making a shot. In CPU mode, the NBA player's stats automatically determine the probability of sinking a basket regardless of the user's timing. **DEFAULT** will default to the games setting set at the Options screen.

VIBRATION

Turn **ON**/OFF the vibration on your controller.

STARTING LINEUPS

View the five starters for the game. From here, you can substitute any player in your lineup.



Starting lineup for the Away Team

Press ✖ to substitute players into the starting lineup

Starting lineup for the Home Team

Set lineups back to the default

Press **START** to start the game

To substitute a player into the starting lineup:

1. From the Starting Lineup screen, highlight the player name that you wish to sub out and press ✖. A list of reserve players appears.

➪ To switch team columns, press **L1** or **R1**.

2. From the list of reserves, highlight the player you wish to add to the starting lineup and press ✖. The new player is inserted into the starting lineup. The original player moves to the reserve list.

➪ To restore the original (default) starting lineups, press **L2**.

PLAYING THE GAME

Show 'em you got skills.

TIP OFF

After the players are introduced, the two centers meet at half court for the tip-off.

➪ Press ▲ to jump for the ball during the tip-off at the start of the game.

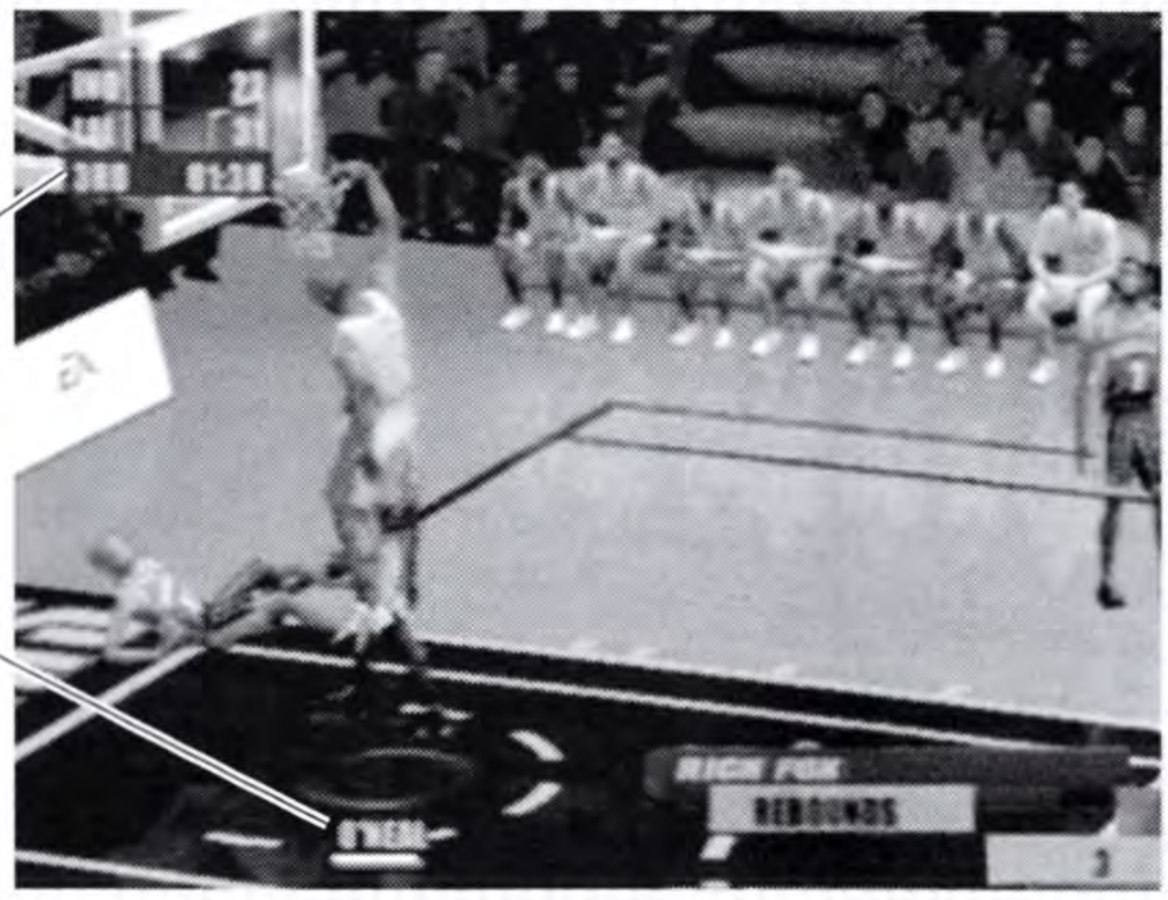
GAME SCREEN

On the top left hand corner of the game screen, the game clock appears with the score.

NOTE: In all game modes, you can change a number of game options and settings during gameplay through the Pause menu or the Quick menu. To reach the Pause menu, press **START** during gameplay. The game stops, and a list of options appear. While in the Pause

menu, press ● and the Quick menu appears, giving you access to more game settings and options. For detailed information, ➢ *Pause Menu* on p. 16 and *Quick Menu* on p. 23.

NOTE: The score overlay can be turned **ON**/OFF from **Settings > Options** via the Quick menu (➢ *Quick Menu* on p. 23).



- If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Hold the D-Button or left analog stick in the opposite direction of the arrow to bring the player onscreen.

SHOT CLOCK

On every offensive possession, you have 24 seconds to get a shot off. If you fail to shoot the ball before the shot clock expires, a "shot clock violation" is called and your team losses possession of the ball. If your shot hits the rim but doesn't go in the basket, the shot clock resets.

NOTE: The shot clock can be turned **ON**/OFF from **Settings > Rules** via the Quick menu. For more information, ➢ *Quick Menu* on p. 23.

FOULS

When there is a foul on the court, the whistle is blown and gameplay is stopped. The violation is also displayed on the screen.

Players get to take free throws after these violations; otherwise the fouled team inbounds the ball after the play is stopped:

- When a player is fouled in the act of shooting, he goes to the free throw line. If the original shot went in, the player is credited with the points and he's awarded one free throw attempt. If the original shot is missed, the player is awarded with two free throws (or three if he was fouled on a missed three-point attempt).
- Fouled players get two free throws if the defense committed five or more team fouls in a quarter. In the last two minutes of a quarter, free throws are

awarded on the 2ND team foul. Offensive fouls don't count as team fouls.

- After a flagrant foul, the offense gets two free throws and possession of the ball after the second free throw attempt.
- After a team commits two illegal defense violations, the other team gets to shoot one free throw and receives possession of the ball after the free throw attempt. A warning is issued on the first violation. On the second and each succeeding violation, a technical foul shall be assessed.

FREE THROWS

Use the T-Meter™ to aim shots when your player goes to the charity stripe.

Stop the basketball icon in the middle of the T-Meter by pressing ✖ or ●.

END OF QUARTER

At the end of each quarter, you can review overall and quarterly team statistics for both teams in both offensive and defensive categories.

- ⮑ D-Button or left analog stick ↔ to scroll through the quarter-by-quarter stats. Press ■ to toggle between statistical categories.
- ⮑ To access the Quarter Break screen, press **R2**.
- ⮑ To return to the game, press **START**.

QUARTER BREAK/HALFTIME REPORT

The Quarter Break screen and Halftime Report screen function exactly like the Pause menu. For more information, ➢ *Pause Menu* on p. 16.

- ⮑ To return to the game, press **START**.

END OF GAME

At the end of the game, you can review all games stats, see who receives player of the game honors, save user profiles, play a grudge match, or pick new teams for another Exhibition game.

PLAYER OF THE GAME

View the Player of the Game game statistics. You can view these stats just like the End of Quarter Stats (➢ above).

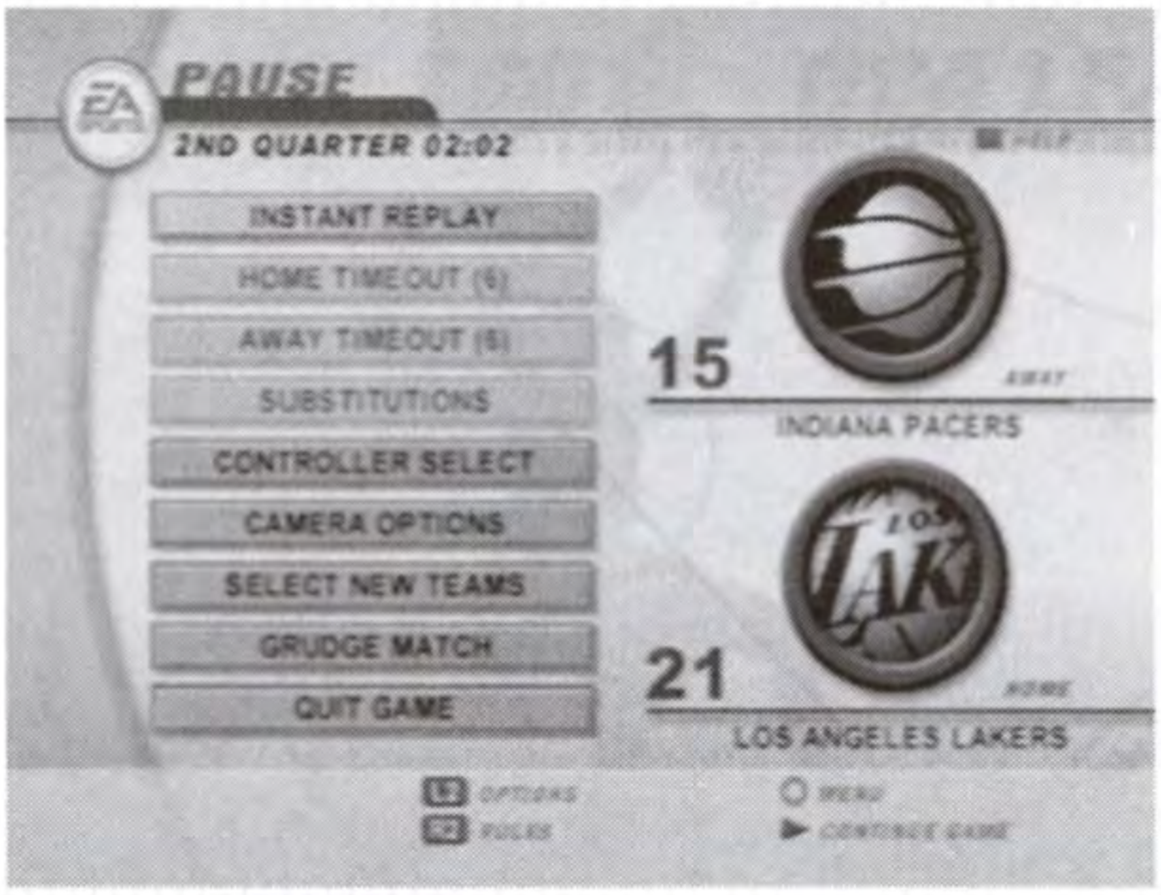
GAME SUMMARY

INSTANT REPLAY	View the replay from the action on the court.
PLAYER OF THE GAME	Return to the Player of the Game screen.

SAVE USER PROFILE	Save a user profile to your MEMORY CARD (PS2). For more information, ➢ *Load/Save* on p. 27.
GRUDGE MATCH	Play a rematch between the same two teams
SELECT NEW TEAMS	Without going to the Main menu, you can select two new teams for an Exhibition game.

PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options.



➥ During the game, press **START** to reach the Pause menu. From the Pause menu, press **START** again to return to the game.

INSTANT REPLAY	View all the action from the last play from every angle possible.
HOME TIMEOUT	Call a timeout for the home team. The number of timeouts remaining appears in parentheses.
AWAY TIMEOUT	Call a timeout for the away team. The number of timeouts remaining appears in parentheses.
SUBSTITUTIONS	Sub in a player from off the bench. You can make substitutions when the play clock is stopped between quarters, during a timeout, or after a violation such as a foul or out of bounds.

To make a substitution:

1. Pause the game and select SUBSTITUTION from the Pause screen. The team roster appears. The starting five players are listed at the top of the list; the reserves are listed below.
2. Highlight the name of the player you wish to remove and press ✖.

3. From the same list of players, highlight a player you wish to sub in and press ✖ again. The two players swap places in the lineup.

CONTROLLER SELECT — Re-select a team to control for the current game.

CAMERA OPTIONS — CAMERA: Change the camera used to watch the game. **WIRE** is the default, which gives the user a real close-up on-court experience. FOLLOW views the action from above and to the end of the court. BEHIND view the game from the rear. CLASSIC takes you back to the old days, watching the plays from an 'isometric' point-of-view. PRESS shows the game TV-style. Overhead shows you a birds-eye view of the action. Sideline puts you slightly back from the sideline, close to the game.

ZOOM LEVEL: Change the zoom level for each camera. Slide the control to the left to zoom out, slide it to the right to zoom in. Most cameras have different minimum and maximum zoom levels, so the sliders have a different effect depending on which camera you're using.

FOLLOW CAM SWITCHING: This option is only available with the Follow camera selected. When set to **ON**, the camera swings around to always point in the direction of play. When it's OFF, it stays pointing in one direction.

REVERSE ANGLE: Set this option ON to watch the game using the chosen camera from the other side of the court. This option defaults to **OFF**.

AUTO ZOOM: Set this option to ON/**OFF**. Set it to on to have the camera zoom closer to the action when the ball is being driven to the basket. Note that this option is not available with every camera.

SELECT NEW TEAMS — Quit the current game and select new teams from the Team Select screen.

GRUDGE MATCH — Replay another game with the same two teams.

QUIT GAME — Quit game and return to the Main menu.

GAME MODES

In addition to Exhibition games, *NBA Live 2001* features other game modes including Season, Playoff, and One-on-One.

SEASON

Test your skills on the hard court against the entire league. Play a partial or a full season as one or all of the 29 teams in quest of an NBA championship. In Season mode, you act as the team manager and coach. You set the rules, you make the trades and you control the entire season.

STARTING A NEW SEASON

To begin a Season:

1. From the Main menu, highlight SEASON and press ✖ or **START**. The Season Setup screen appears.
2. From the division column, highlight the team(s) you wish to control and press ✖. USER appears next to each human controlled team.

🏀 You can control up to 29 teams at one time.

➥ To switch divisions, highlight the Division multi-option and then press the D-Button or left analog stick ↔ to access the other divisions within the league.

3. After you select your team(s), press **L1** or **R1** to move the cursor to the Season Setup Settings and set up your season. For more information, ➢ *Season Setup Settings on p. 19.*
4. Press **START** to access the Schedule screen. From here, you can pick a game on the schedule to play. For more information, ➢ *Schedule* on p. 19.

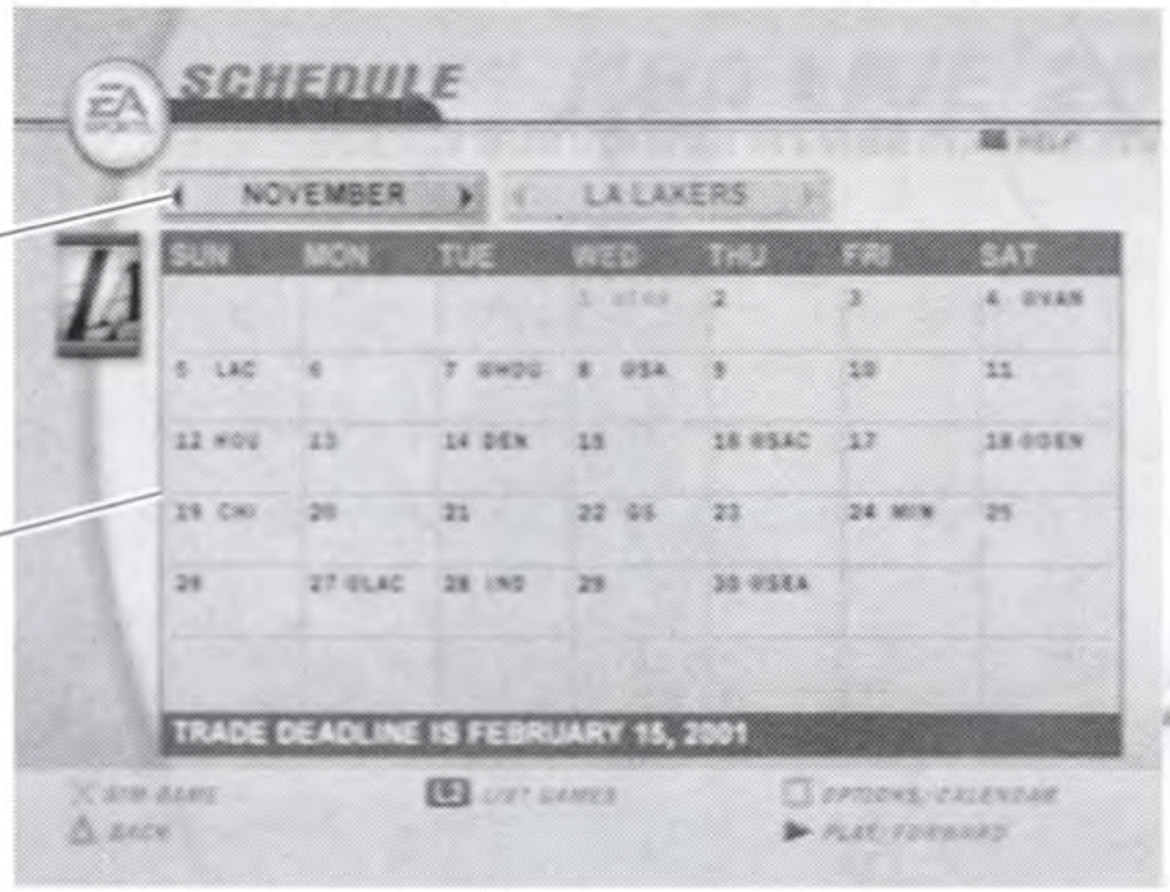
NOTE: In order to advance into Season mode, you must select at least one team to control.

SEASON SETUP SETTINGS

LEAGUE TYPE	Set the league type as **NBA DEFAULT** or configure a CUSTOM league and assign teams to different divisions.
SEASON LENGTH	Play a 28, 56, or **82** game season. If you're running a Custom league, you play a SHORT, MEDIUM, or **LONG** season in which the number of games depends on the number of teams in the league.
SCHEDULE TYPE	Set an **NBA** schedule according to the NBA 2000/2001 regular season or let the computer organize a RANDOM schedule.
TRADE DEADLINE	Toggle enforcement of the trading deadline. When **ON**, player trades can't be completed after the Trading Deadline. The deadline appears at the bottom of the Schedule screen. When OFF, players can be traded throughout the season/playoffs.
TRADE RESTRICTIONS	Toggle blocking of unfair trades. When **ON**, the computer blocks any one-sided trades. When OFF, all trades are accepted by the league.
MODIFY CPU TEAMS	Toggle permission to change computer-controlled teams. When oN, you can modify all CPU-controlled teams. When **OFF**, you can only modify your own team.

SCHEDULE

This screen lists all the games that are to be played throughout the season. You can scroll through each month and observe the scores of games that have been played.



PLAYING A GAME

In order to advance through your season, you must either play your designated games or simulate them.

To play a game in Season mode:

➥ From the schedule screen, press **START**.

NOTE: If you wish to bypass a game on the schedule, the computer simulates the outcome for you.

SIMULATING GAMES

This is a helpful tool if you want the CPU to simulate a single days worth of games or all games for that week.

To simulate a game in Season mode:

1. Scroll through the games on the monthly schedule.
2. Highlight a game on the schedule that you wish to play and press ✖. The computer simulates all the games up to that point.

NOTE: If you wish to bypass the remainder of the season, press **R2** and head straight to the playoffs (only available after a game had been played or simulated).

DURING THE SEASON

During the season, you can control any team, on any day, at any point during the year. You can also make player trades, sign free agents, and change game settings. For more information on roster moves, ➢ *Quick Menu* on p. 23.

AFTER THE REGULAR SEASON

Once the regular season ends, the playoffs begin.

AWARDS

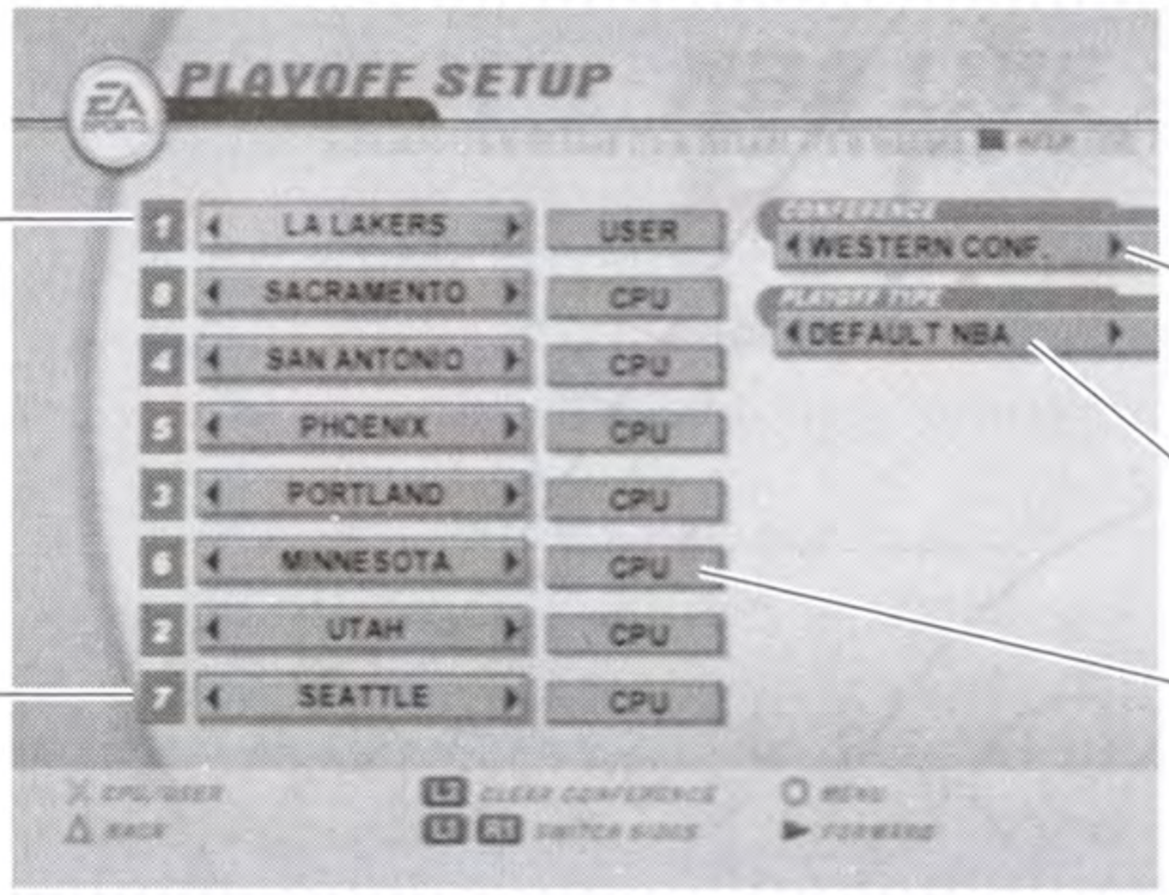
Before the playoffs begin, the regular season hardware is passed out by the league.

➥ After viewing the postseason awards, press **START** to advance to the playoffs.

PLAYOFF

Play your way to the NBA championship in a playoff. You can play in an NBA default format or you can move teams around different divisions and create your own custom format.

NOTE: If you are playing in Season mode, the playoff tree appears after the Awards screen.



To start a playoff:

1. Highlight PLAYOFF from the Main menu and press ✖ or **START**. The Playoff Setup screen appears.

You must set your playoff length before advancing to the playoff setup screen. All other settings can be changed through the Playoff Setup option from the Menu icon.

2. From the Playoff Setup screen, select the teams to participate in the playoffs.

➪ To change the highlighted team, press the D-Button or left analog stick ↕.

➪ To move to the other conference bracket, press **L1** or **R1**, highlight CONFERENCE, and press the D-Button or left analog stick ↔.

➪ Press **L1** or **R1** again to return to the team column.

➪ To toggle user control of the highlighted team, press ✖.

3. When you set all your teams, press **START**. The Playoff Tree appears.

➪ From the Playoff Tree, highlight your bracket and press **START** to play your next playoff game. User-controlled games are played; computer-controlled games are simulated. To simulate a user-controlled game, press ✖.

➪ To review playoff results, highlight a matchup, and then press and hold ■.

- If you win a playoff series, your team advances to the next round. If you lose, you can view the final playoff results in the playoff tree screen or choose to select a new playoff team.

NOTE: In order to begin in Playoff mode, you must select at least one team to control.

END OF THE PLAYOFF GAME

After a playoff game, the Playoff Tree screen appears. Win/Loss records for all teams are displayed next to the team names.

END OF THE ROUND

- If you win your round, you return to the Playoff Tree screen where your team is moved to the next bracket, facing a new opponent.
- If you lose a round, your playoff is over. Once eliminated, there will be an overlay asking you if you would like to select a new team to continue on with the playoffs.

ONE-ON-ONE

Hit the blacktop and take on the NBA's best, past and present, including Michael Jordan. You choose two players to take to the One-on-One court.

NOTE: One-on-One settings (Skill Level, Points to Win, etc.) can only be set from the Main menu.

PLAYER SELECT
ENTIRE LEAGUE
PLAYER 1
K. GARNETT
PLAYER 2
M. JORDAN
POS. NAME HEIGHT WEIGHT
PG M. ABDUL-RAUF 6' 1" 162 LBS
SG T. ABDUL-WAHAD 6' 6" 223 LBS
SF S. ABDUR-RAHIM 6' 9" 230 LBS
SG C. ALEXANDER 6' 5" 210 LBS
SG R. ALLEN 6' 5" 205 LBS
PG R. ALSTON 6' 2" 173 LBS
C J. AMAECHI 6' 10" 270 LBS
SG D. ANDERSON 6' 5" 195 LBS
PG K. ANDERSON 6' 1" 168 LBS
SF N. ANDERSON 6' 6" 228 LBS
Player 1
Player 2
League Roster

To start a One-on-One:

1. Highlight ONE ON ONE from the Main menu, select your game settings, and press ✖ or **START**. The Player Select One-on-One screen appears.
2. From the One-on-One screen, select the players to participate in the game. You can play a game with Kevin Garnett against Michael Jordan or you can select two other players from the Players list.

➪ To select another player, press the D-Button or left analog stick ↔ to highlight the team of your choice. Once you find the team roster with your new player of choice, press ■. From the team roster, select your new One-on-One player and press ✖. A pop-up box appears. From here highlight Player 1 or Player 2 and the new player is inserted into the game.

3. Press **START** to advance to the Controller Select screen.

4. Press the D-Button or left analog stick ↔ to select your player from the Controller Select screen and press **START** to reach the court.

ON THE COURT

When the game begins, one player is chosen to shoot for first possession. During the game, shots from outside the arc count for 2 points, while all other baskets count for 1 point. The winner must win by at least 2 points.

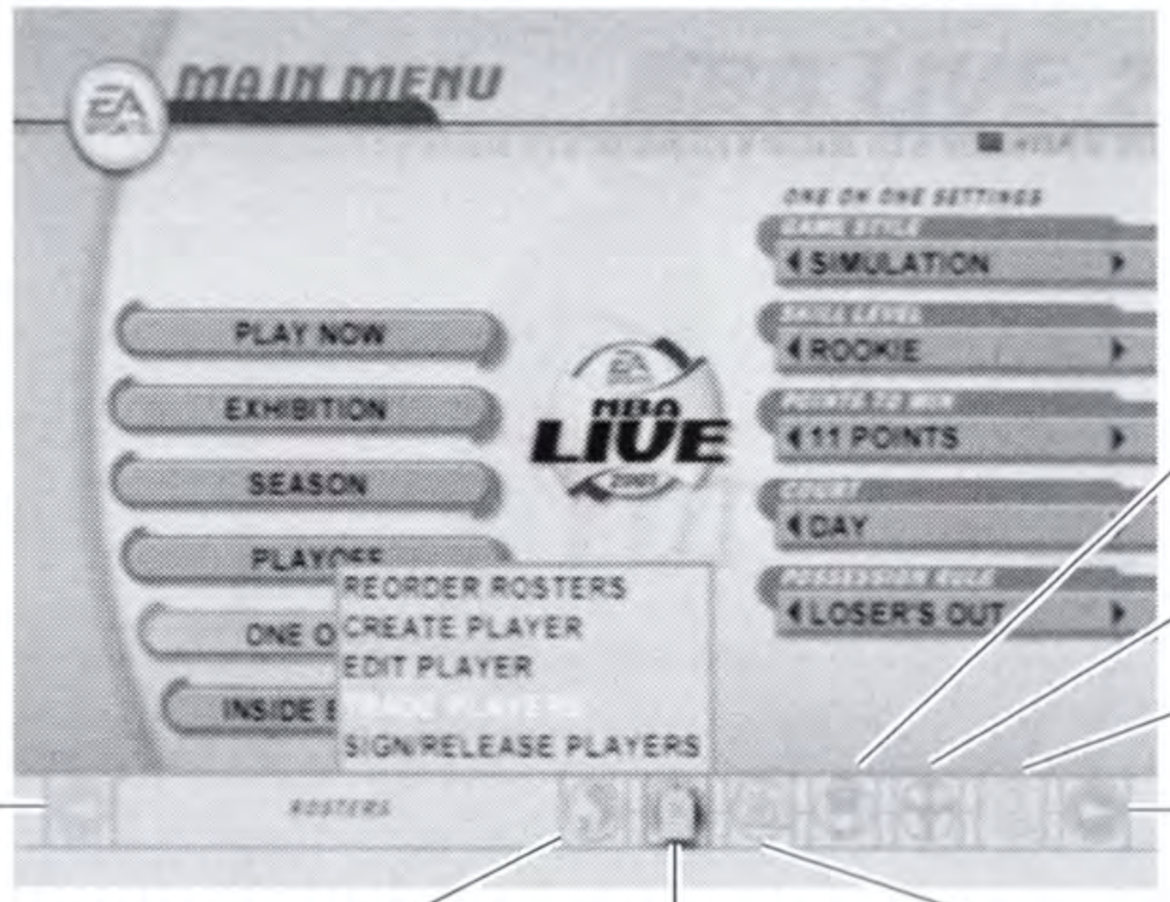
➪ To check the ball after a basket, press ✖, ✖ + **L1**, ✖ + **R1**, ✖ + **L2**, or ✖ + **R2**.

If you get possession on a turnover, you must clear the ball behind the 3-point arc. An overlay appears when a player has cleared the ball.

QUICK MENU

The Quick menu appears on all screens and pause menu screens. From here, you can make roster moves, create and trade players, view player, game, team, user and league stats, customize your game settings, change strategies, save and load game files, and view credits.

➪ To access the Quick menu, press ●.



NOTE: Grayed out Options are unavailable.

MAIN

MAIN MENU

Exit the current screen and return to the Main menu.

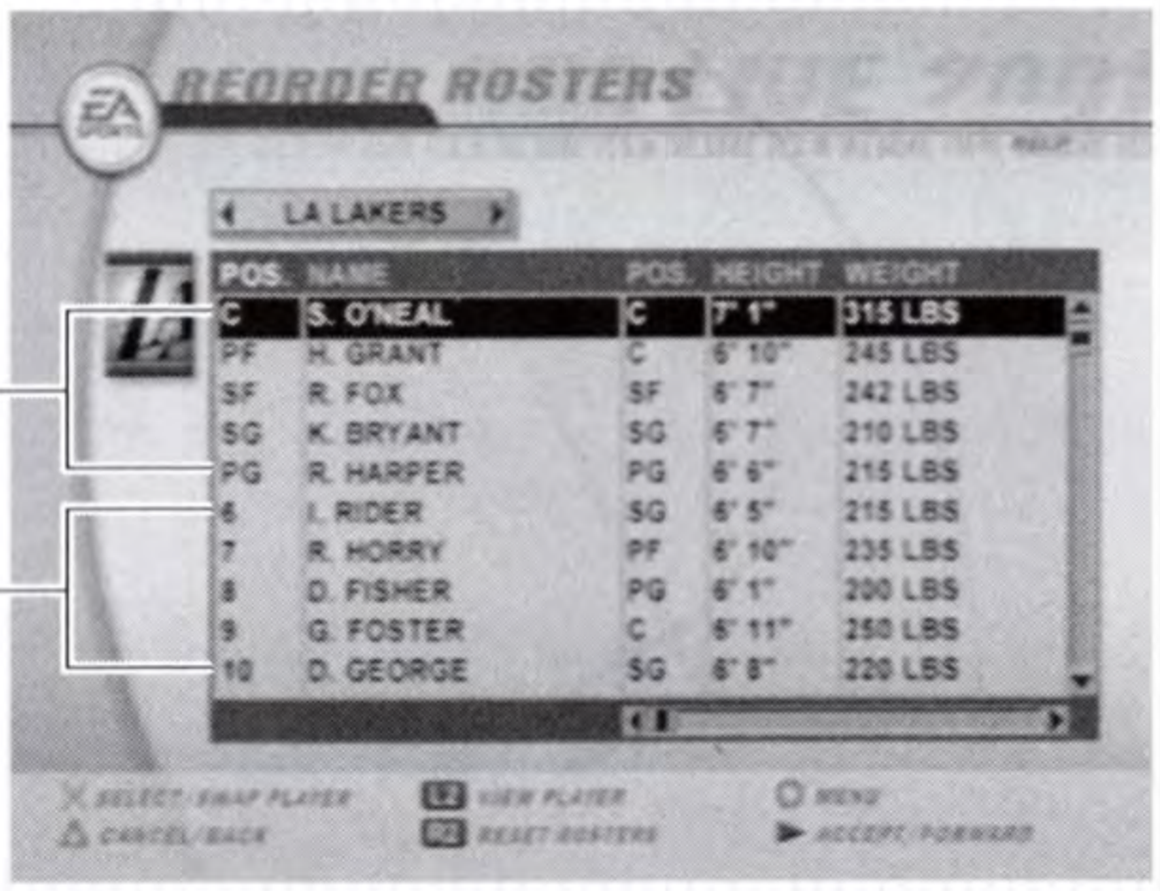
CREDITS

View the list of *NBA Live 2001* credits.

ROSTERS

REORDER ROSTERS

Reorder the Depth Chart of all NBA teams.


REORDER ROSTERS
LA LAKERS
POS. NAME POS. HEIGHT WEIGHT
C S. O'NEAL C 7' 1" 315 LBS
PF H. GRANT C 6' 10" 245 LBS
SF R. FOX SF 6' 7" 242 LBS
SG K. BRYANT SG 6' 7" 210 LBS
PG R. HARPER PG 6' 6" 215 LBS
6 I. RIDER SG 6' 5" 215 LBS
7 R. HORRY PF 6' 10" 235 LBS
8 D. FISHER PG 6' 1" 200 LBS
9 G. FOSTER C 6' 11" 250 LBS
10 D. GEORGE SG 6' 8" 220 LBS
Starting Roster
Reserve list

To change the order of the depth chart:

1. From Rosters, highlight REORDER ROSTERS and press ✖.
2. Press the D-Button or left analog stick ↔ and select the team whose depth chart you wish to adjust.
3. Press ■ to access the player list.
4. Highlight one of the two players you would like to move and press ✖.
5. Highlight the second player you would like to move from the same team roster and press ✖ again. The players switch spots on the depth chart.

CREATE PLAYERS

Create your own custom NBA player and add him to one of the 29 NBA teams or to the free agent list.

To create a new player:

1. From Rosters, highlight Create Player and press ✖.
2. From the Create Player screen, create a first name for the new player by using the D-Button and press ✖. Next, create a last name.
3. After you have created a name, pick a team, position, jersey number, years pro, school, and birth date for the new player.
4. Press **R2** and create your player's appearance and set his player ratings.
5. When you're done, press **START** to save the player.

EDIT PLAYER

Change the attributes, appearance and personal information for any created players and/or change the attributes for any of the NBA players.

To edit a player:

1. From Rosters, highlight EDIT PLAYER and press ✖. The Edit Player screen appears.

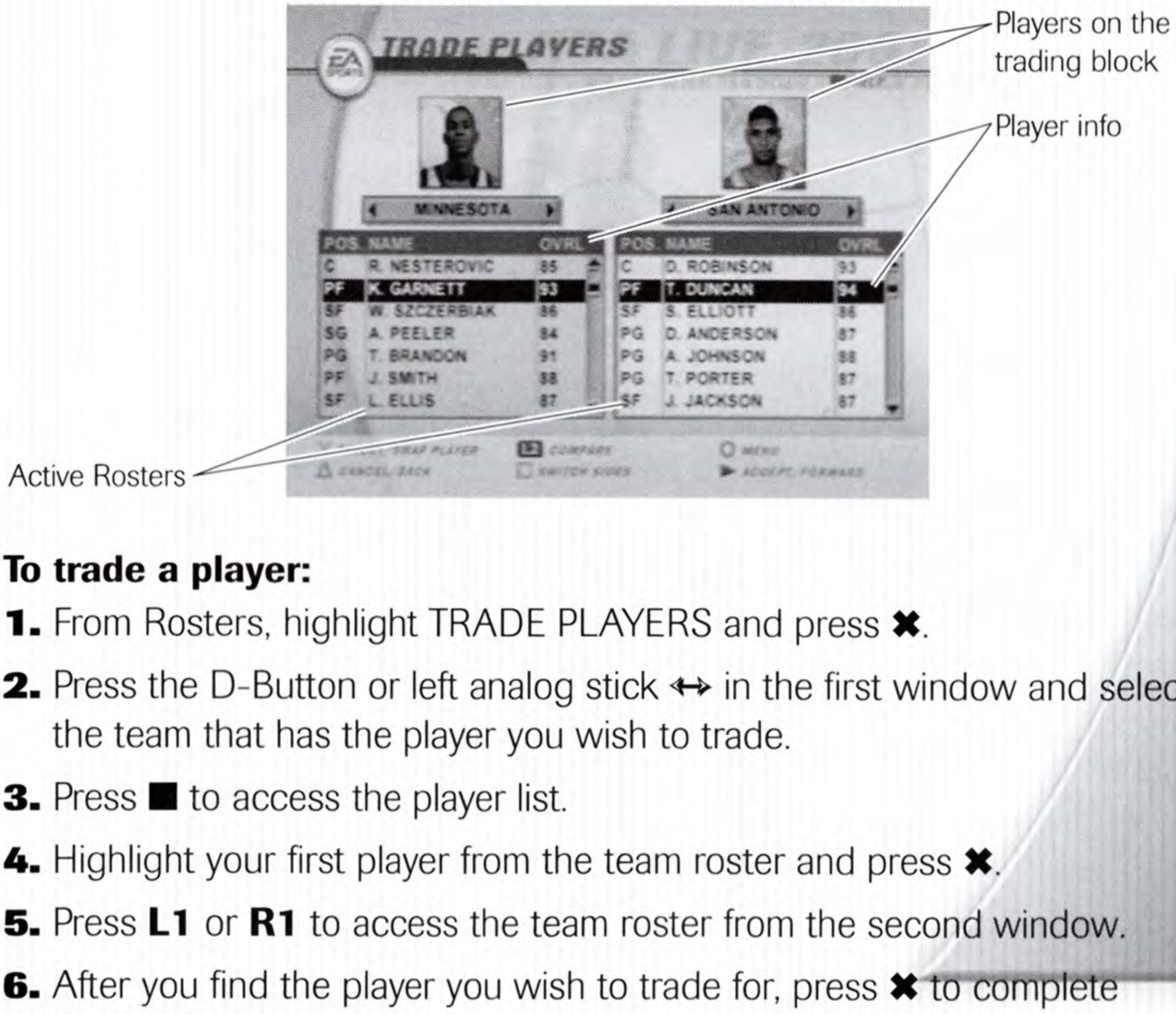
2. From the Edit Player screen edit the name, information, appearance and ratings for previously created players. However, for NBA players, everything except for the name and appearance can be changed.

- The name for previously created players can be changed by using the D-Button or left analog stick.
- **R2** cycles through information, appearance and ratings for the created players and cycles through information and ratings for the NBA players.

3. To save the changes to created players and NBA players, press **START**.

TRADE PLAYER

Trade Players from team to team.



To trade a player:

1. From Rosters, highlight TRADE PLAYERS and press ✖.

2. Press the D-Button or left analog stick ↔ in the first window and select the team that has the player you wish to trade.

3. Press ■ to access the player list.

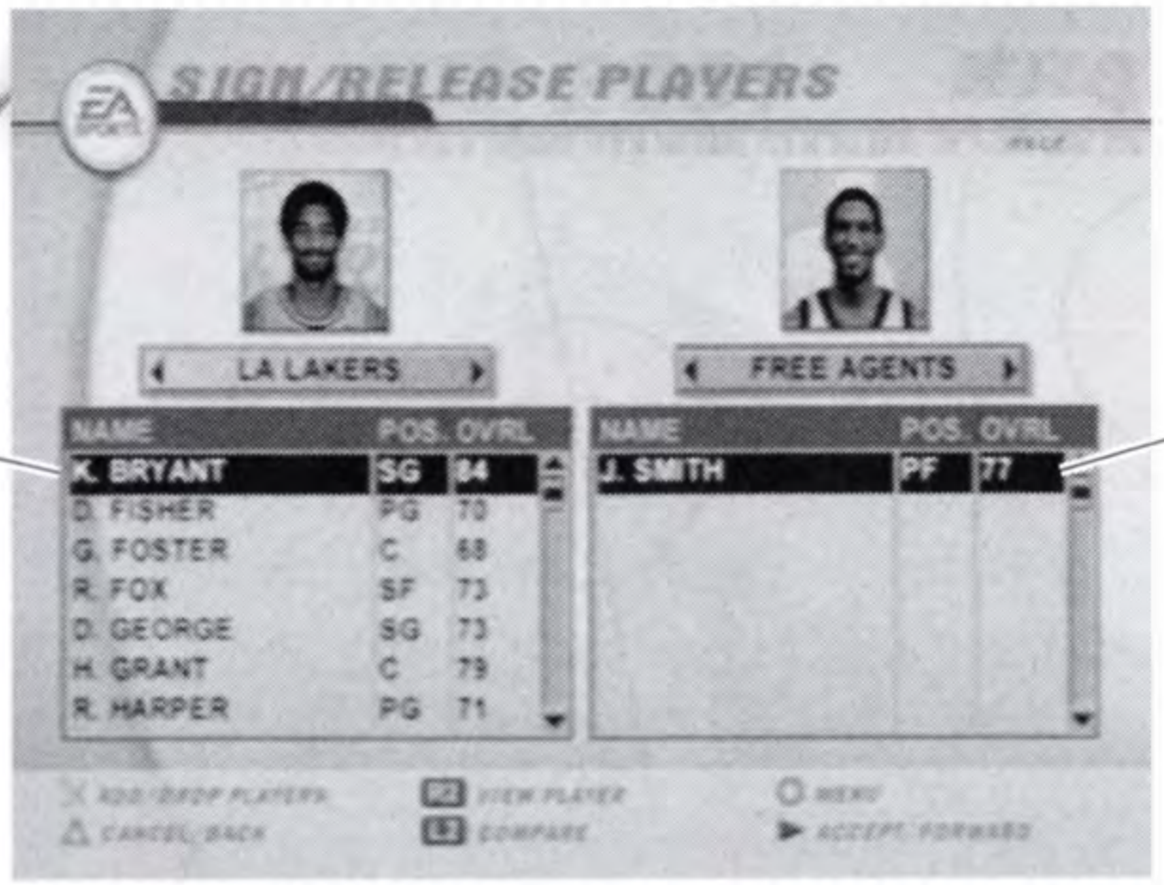
4. Highlight your first player from the team roster and press ✖.

5. Press **L1** or **R1** to access the team roster from the second window.

6. After you find the player you wish to trade for, press ✖ to complete the trade.

SIGN/RELEASE PLAYERS

Sign a free agent or release a player from a team roster.



Active Roster

Free agent list

To release a player:

1. From Rosters, highlight SIGN/RELEASE PLAYERS and press ✖.

2. Press the D-Button or left analog stick ↔ in the first window and select the team that has the player you wish to release.

3. Press ■ to access the player list.

4. Highlight a player from the team roster and press ✖. He is released and added to the free agent list.

To sign a free agent:

1. From Rosters, highlight SIGN/RELEASE PLAYERS and press ✖.

2. Press **L1** or **R1** and then the D-Button or left analog stick ↔ in the second window and select the pool that has the player you wish to sign.

3. Press ■ to access the player list.

4. Highlight a player from the team roster and press ✖. He is signed and added to the active team roster.

STATS CENTRAL

PLAYER STATS

View all player statistics in a number of different offensive and defensive categories.

TEAM STATS

View team statistics in a number of different offensive and defensive categories.

USER STATS

View all the statistics from a User Profile in a number of different offensive and defensive categories.

LEAGUE LEADERS (SEASON AND PLAYOFF MODE ONLY)

View the leagues best in a number of different statistical categories.

SHOT DISPLAY (AVAILABLE IN-GAME ONLY).

View all of the shots taken by individual players or by the entire team.

SAVING AND LOADING

LOADING A FILE

Load your current Season or Playoff, Settings, Roster, and or User Profile from your MEMORY CARD (PS2).

To Load:

1. From the Load/Save screen highlight Load Season/Playoff, Load Settings, Load Roster or User Profile and press ✖.
2. Select the file you wish to load by pressing ✖.
3. Your file is loaded from your MEMORY CARD (PS2).

SAVING A FILE

Save your current Season or Playoff, Settings, Roster, and or User Profile to your MEMORY CARD (PS2).

To save:

1. From the Load/Save screen, highlight Save Season/Playoff, Save Settings, Save Roster or Save User Profile and press ✖.
2. Highlight the Empty Save Slot text and press ✖.
3. Your file is saved to your MEMORY CARD (PS2).

DELETING A FILE

Delete a file from your MEMORY CARD (PS2).

To delete:

1. From the Load/Save screen, highlight DELETE FILE and press ✖.
2. Highlight the file you wish to delete and press ✖.
3. The file has now been deleted from your MEMORY CARD (PS2).

SETTINGS

RULES

GAME STYLE
Play a **SIMULATION** game with authentic NBA-style gameplay where player ratings affect the outcome of the game, or play an in-your-face ARCADE game where player performance depends on the user. ARCADE features include monster dunks and high-paced action.

DEFENSIVE FOULS
This slider sets the chance of defensive fouls. As the slider moves right, more fouls are called.

OFFENSIVE FOULS
This slider sets the chance of offensive fouls. As the slider moves right, more fouls are called.

FOUL OUT
Set the number of fouls for disqualification from 0–9. The default is **6** fouls.

SHOT CLOCK
When **ON**, you have 24 seconds to shoot the ball at the basket. The shot clock is reset every time a shot hits the rim, a foul is called, or a change of possession occurs.

OUT OF BOUNDS
When set to **ON**, the team that allows the ball to go outside the court boundaries gives possession to the other team.

BACKCOURT VIOLATION
When set to **ON**, you cannot pass or dribble the ball back across halfcourt toward your own basket.

TRAVELING
Toggle Traveling calls **ON**/OFF. A traveling violation occurs when a player carries the ball more than two steps without dribbling.

GOALTENDING
When **ON**, a defensive player may not interfere with a shot on its downward fall toward the basket.

ILLEGAL DEFENSE
Toggle Illegal Defense **ON**/OFF. When ON, you can't guard a location on the floor; you must guard a man.

3 IN THE KEY
When **ON,** offensive players must exit the key within three seconds after entering it.

5 SECOND INBOUNDING
When **ON**, you must inbound the ball to a teammate within five seconds.

10 SECOND HALF COURT	When **ON**, you have 10 seconds to advance the ball over the half-court line after inbounding in the backcourt.
FATIGUE	When **ON**, your players tire—you must substitute accordingly or risk getting burned.
INJURIES	When **ON**, your players are susceptible to injury.

OPTIONS

FRONT END MUSIC VOLUME	Set the volume of the music that plays during menu screens.
IN GAME MUSIC VOLUME	Set the volume of the music that plays during the game.
COMMENTARY VOLUME	Set the volume of the in-game commentary.
ARENA ANNOUNCER VOLUME	Set the volume of the PA announcer at the arena.
SF/X VOLUME	Set the volume of the game sound effects.
COURTSIDE VOLUME	Set the volume of the crowd sound effects.
AUTOMATIC REPLAYS	Set the frequency of replays after "highlight reel" plays.
PLAYER CUT SEQUENCES	Set the frequency of how often the camera cuts to close-ups of players when they are "in the zone."
SCORE OVERLAY	When **ON**, the score of the game is displayed on screen during gameplay.
PLAYER INDICATORS	Identify your controlled player by NAME, POSTION, NUMBER, POSTION NUMBER, USER NAME, or set the player indicator to **NONE**.
INDICATOR DISPLAY	Set the Indicator Display for the **ACTIVE PLAYER**, ACTIVE TEAM, ALL PLAYERS, or USER NAME.
KEEP SCORES CLOSE	When ON, blowouts games are avoided. The default is **OFF**.

SHOT CONTROL

Toggle USER/**CPU** Shot Control. In USER mode, the release point of the shot determines whether or not the shot goes in. Under CPU control, the shot's probability is determined by the NBA player's stats and abilities.

MENU

SCHEDULE (SEASON MODE ONLY)

View the season schedule for all teams.

SEASON SETUP (SEASON MODE ONLY)

Return to the Season setup screen.

INJURY LIST (SEASON AND PLAYOFF MODE ONLY)

Access the injury report for all players.

MATCHUP REVIEW (SEASON MODE ONLY)

Review the game summary for the last game played.

SEASON STANDINGS (SEASON MODE ONLY)

View the league standings for all divisions and for each conference.

PLAYOFF TREE (PLAYOFF MODE)

View the current playoff bracket.

PLAYOFF SETUP (PLAYOFF MODE)

Return to the Playoff setup screen.

STRATEGY

TEAM STRATEGY

To control strategy and notification options for both teams, select STRATEGY from the Quick menu. The Home team's settings are listed on the left, and the Away team's settings are listed on the right.

- ⮑ To configure offensive sets and plays, select OFFENSIVE STRATEGY from the Strategy menu.
- ⮑ To configure defensive sets, select DEFENSIVE STRATEGY from the Strategy menu.

OFFENSE STRATEGY

Set to **AUTO SWITCH** to have the computer call sets and plays, or click to select a specific set.

DEFENSE STRATEGY

Set to **AUTO SWITCH** to have the computer call defensive sets, or click to select a specific set.

BOX OUT

Set to ON to box out to get more defensive boards or OFF to get down to the offensive end of the court. Or, choose **AUTO** to let the computer decide.

CRASH BOARDS

Set to ON to attack offensive rebounds or OFF to get back on defense. Or, choose **AUTO** to let the computer decide.

AUTO SUBS

Toggle automatic player substitution **ON**/OFF. When ON, the computer automatically substitutes for players.

AUTO SUB NOTIFY

Toggle notification of automatic player substitutions **ON**/OFF. When ON, you're informed of substitutions onscreen.

PLAY NOTIFY

Toggle notification of playcalling ON/**OFF**. When ON, an overlay on the game screen lists the play being called.

OFFENSIVE STRATEGY

This screen allows you to assign Quick Plays to controller buttons for play-calling during the game. Each gameplay control can be assigned a single play as a Quick Play.

EA TIPS: Use Quick Plays to set up simple plays involving fewer players.

As you select plays, the animated clipboard displays the motion of the players and the ball. In the diagram:

1 PG	**2** SG
3 SF	**4** PF
5 C	

➥ To display players by position number, select POSITION NAME from the drop-down list.

When you call a play, the computer continues to call that play every possession until you call another set or play. When you select an "Autoswitch" play, the computer randomly chooses a play from that set.

➥ To cycle through plays for a set, highlight the set and press the left/right button or left analog stick to view the other plays.

- ➥ To assign the current set/play to a button, highlight the set/play under the name of the button to which you want to assign it.
- ➥ To call the play during gameplay, press SELECT and the appropriate button.

DEFENSIVE STRATEGY

On defense, you assign sets in a screen very similar to the Offensive Strategy screen. You select only sets on defense; you do not select individual plays.

DEFENSIVE MATCHUPS

By default, players guard their counterpart on the other team. For instance, a power forward guards the opposing power forward. This screen lets you set custom matchups and double-teaming options for each position.

To select matchup and defensive pressure options:

1. Highlight the player on the opposing team who you would like to have guarded by "Player A" on your team. Once you have highlighted the opponent's player, press ✖.
2. Move the highlight to the player on the opposing team who is currently being guarded by "Player A" and press ✖. Your player (Player A) changes defensive assignments.

- ➥ To cycle defensive pressure options for the highlighted opponent player, press **R2**. **AUTO** allows the computer to vary defensive pressure based on the player and the situation. The intensity pressure can be set to LOW, MED, or HIGH
- ➥ To cycle double-teaming options for the highlighted opponent player, press **L2**. **AUTO** allows the computer to randomly choose to double team the offensive player depending on the situation. YES will always double team the player. NO will never double team the player.

BACK

Go back to the previous menu and/or screen.

FORWARD

Continue to the next menu and/or screen.

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Steve Bani, Greg Lassen, Jeff Wong

THE MUSIC OF NBA LIVE 2001

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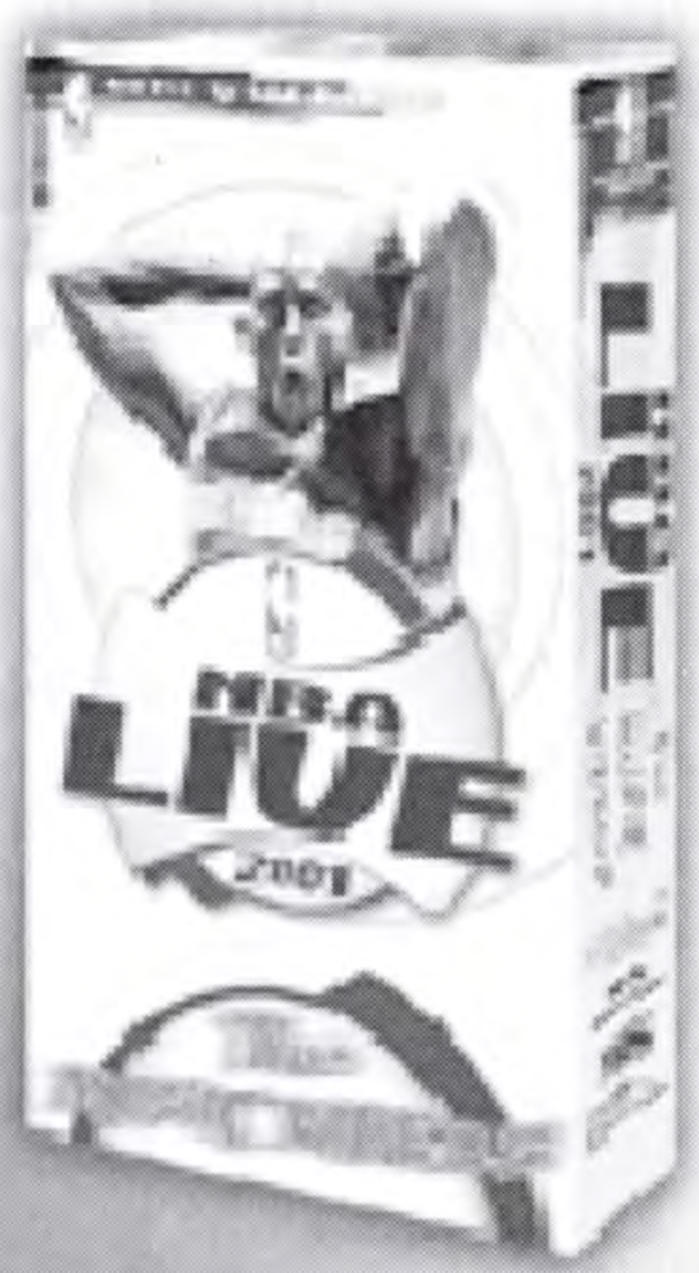

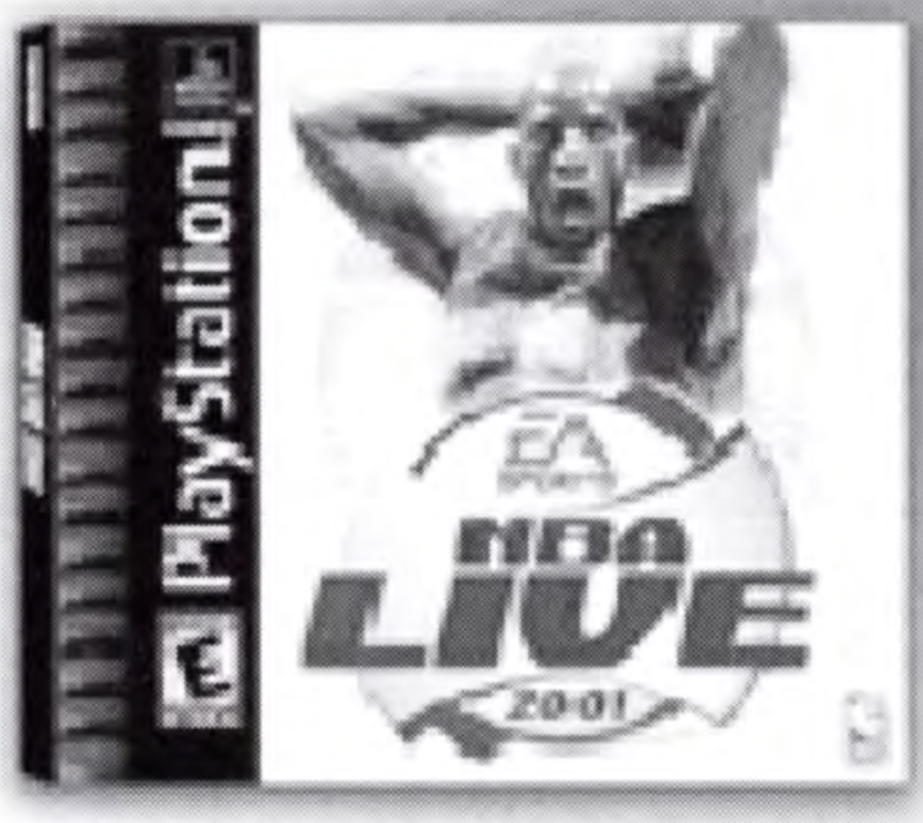

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